

SUBSTITUTE SPECIFICATION

[ATTACHMENT 1 TO THE FIRST PRELIMINARY AMENDMENT FILED IN CONTINUATION
APPLICATION TO U.S. PATENT APPLICATION 08/900,688.]

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RELATED APPLICATION

146 [0001] This application is a continuation application of Serial No.: 09/900,688, filed
July 27, 1997, now pending. U.S. PATENT 6,314,470.

BACKGROUND OF THE INVENTION***Field of The Invention***

[0002] The present invention relates generally to computer graphics systems and, more particularly, to the evaluation and control of graphics applications in a computer graphics system.

Related Art

[0003] Computer graphics systems are commonly used for displaying two- and three-dimensional graphics representations of objects on a two-dimensional video display screen. Current computer graphics systems provide highly detailed representations and are used in a variety of applications.

[0004] In a typical computer graphics system, an object or model to be represented on the display screen is broken down into graphics primitives. Primitives are basic components of a graphics display and may include, for example, points, lines, quadrilaterals, triangle strips and polygons. Typically, a hardware/software scheme is implemented to render, or draw, the graphics primitives that represent a view of one or more objects being represented on the display screen.

[0005] The basic components of a computer graphics system typically include a computer graphics library that contains software routines that [which] control graphics hardware in response to function calls issued by a graphics application. The graphics hardware may include, for example, a geometry accelerator, a rasterizer and a frame buffer. The system may also include other hardware such as texture mapping hardware. The geometry accelerator receives primitive data from a graphics application located on the host computer that defines the primitives that make up the model view to be displayed. The geometry accelerator performs transformations on the primitive data and performs such functions as lighting, clipping and plane equation calculations for each primitive.